How to / Trackmania / Mediatracker / Camera effect shake

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Introduction

The "Camera effect shake" is a very useful effect, and a good alternative to ameliorate your tracks.It can be used in the intro, in game and in the outro.
You can use it to simulate an earthquake, a crash or some other things that rumble in the dimensions you want it.

A rather short & useless explanation

At first when you add a "Camera effect shake" Track there will be a 3 seconds long Block, as always in any effect.

Intensity indicates HOW MUCH the cam shakes at the keyframe.
Speed shows the velocity, HOW FAST the shaking is...

With the values of this effect, we could change a total calmness (before the effect block) into a fast massive shaking (Start keyframe with values 10/10) within a time span of 0.00 seconds. **In reality, this is not possible**. Due to the inertia of any real life object, it takes some (little) time to get these objects moving, and some time to come to a standstill if the impact has stopped...

Creating a realistic Camera Shake effect

Download our empty CAM SHAKE TRACK, put it on your "Tracks" directory and open it in the track editor.

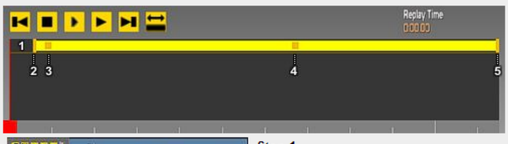
Our test track
You start, your car will have a little crash when falling down and then drive into the finish...

Instructions
Open the track, Record a Mediatracker Ghost and Enter the "**In Game**" Mediatracker section.
Insert a "Camera Effect Shake" Track.

Place the trigger where the car will crash on the floor. The car will appear in the green box.

Not a simple block anymore

To emulate a natural shake, our block must become more versatile. Insert keyframes according to our explanations below...

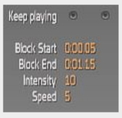


Step 1
Look really close. You can see that the car doesn't touch the ground yet (Timeline 0.00), so our effect has to be delayed a bit, let's say 0.05 seconds.

Select the block and change the "Block start" value to **0:00.05**.

Step 2: 1st Frame (Start Keyframe)
The Start keyframe is located on **0:00.05**.

At this point the nose of the car just touches the floor. We'll realise the "inertia" (explanation above) between this keyframe and the next.



Step 3: 2nd Frame
This keyframe is located on **0:00.10** (insert keyframe a little later, then drag it to this time value with your mouse).

In our test track this would be a bounce. The values of this key involve that the "oscillations" around the center become bigger, and the speed goes up as well, like in real life.

It's the "climax" of the shake and is placed only a short time after the first frame. The inertia is beaten and the impact has developed its full effect.

Step 4: 3rd Frame
This keyframe is located on **0:00.70**.

From 2nd keyframe until now, only the intensity was reduced, but this is the point, where the speed will also begin to diminish.
So at this keyframe the speed stays at 5. Until the next frame it will tail off to 0.

Step 5: 4th Frame (End Keyframe)
The End keyframe is located on **0:01.15** (adjust "Block End").

It is the end of this camera effect shake track. The values at this point are both 0. Everything has come to a standstill again. Voila! The realistic shake is ready!

Now you can download the **finished** CAM SHAKE TRACK to look if you did everything right :-)

Take a look at the clip, that's how the Camera Effect Shake will look in the Game.

Attention

A) For some unknown reason (bug?) the camera effect shake has a little "lag" when beeing used in the "In Game" Mediatracker, so it might be that you need to adjust the position of the effect block in the timeline a little. Keep this in the back of your mind, if you should ever experience this phenomenon.

B) A Camera Effect Shake doesn't show (in the Outro) without a race camera track applied as well (Same phenomenon as for a lots of other effects tracks).

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